

Set	Items	Description
S1	12121	VIRTUAL()REALIT? OR VR OR AVATAR
S2	28220	LIVE
S3	80753	SIMULAT?
S4	1142917	SHOP? OR STORE? OR MARKET? OR RETAIL? OR VENDOR? OR MALL? - OR SHOWROOM? OR SHOW()ROOM? ? OR AUCTION?
S5	51103	TRANSACTION? ? OR TRADE OR TRADES OR TRADING
S6	1055	S1 AND S4
S7	93	S6 AND (S2 OR S3)
S8	276	S1(5N)S3
S9	34	S8 AND S4
S10	196	S2(3N) (S4 OR S5)
S11	0	S10 AND S1
S12	93	S7 OR S9
S13	10	S12 AND IC=G06F-017/60
S14	45	S12 AND IC=G06F?

? show file

File 344:Chinese Patents Abs Aug 1985-2004/May

(c) 2004 European Patent Office

File 347:JAPIO Nov 1976-2004/Jul(Updated 041102)

(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200471

(c) 2004 Thomson Derwent

File 371:French Patents 1961-2002/BOPI 200209

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14/5/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
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07097868 **Image available**

VIRTUAL - REALITY TECHNOLOGY REGARDING ON-LINE **SHOPPING** OF COMBINED
COMMODITIES, CUSTOM-MADE ARTICLE, AND REMODELED ARTICLE USING TWO-WAY
SIMULATION SYSTEM WITH MULTIOPTION BY DIGITAL COMMUNICATION LINE

PUB. NO.: 2001-325524 [JP 2001325524 A]
PUBLISHED: November 22, 2001 (20011122)
INVENTOR(s): ASANO YOSHIMASA
APPLICANT(s): BRAINSLINK KK
APPL. NO.: 2000-142716 [JP 2000142716]
FILED: May 16, 2000 (20000516)
INTL CLASS: G06F-017/60

ABSTRACT

PROBLEM TO BE SOLVED: To solve such problems that a conventional mail-order method by which a user selects a commodity by browsing an electronic catalog homepage is not adaptive when the user buys combined commodities, a custom-made article, or a remodeled article by on-line **shopping** by using the Internet and an ISDN line.

SOLUTION: A variety of choice options for combined commodities, a custom-made article, and a remodeled article are combined with the convenience of on-line **shopping** so as to accurately deal with various consumption needs that users have.

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14/5/2 (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
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06659063 **Image available**

COMPUTER CONFERENCE SYSTEM, COMPUTER PROCESSOR, METHOD FOR COMPUTER
CONFERENCE, PROCESSING METHOD OF COMPUTER PROCESSOR, VIDEO CONFERENCING
SYSTEM, METHOD FOR VIDEO CONFERENCING, AND HEADPHONES

PUB. NO.: 2000-244886 [JP 2000244886 A]
PUBLISHED: September 08, 2000 (20000908)
INVENTOR(s): MICHAEL JAMES TAYLOR
SIMON MICHAEL LOW
CHARLES STEPHAN WILES
ALAN JOSEPH DAVISON
APPLICANT(s): CANON INC
APPL. NO.: 2000-012169 [JP 200012169]
FILED: January 20, 2000 (20000120)
PRIORITY: 9901230 [GB 991230], GB (United Kingdom), January 20, 1999
(19990120)
9901232 [GB 991232], GB (United Kingdom), January 20, 1999
(19990120)
9901261 [GB 991261], GB (United Kingdom), January 20, 1999
(19990120)
9901263 [GB 991263], GB (United Kingdom), January 20, 1999
(19990120)
9921321 [GB 9921321], GB (United Kingdom), September 09, 1999
(19990909)
INTL CLASS: H04N-007/15; G06F-003/00 ; G06T-017/00

ABSTRACT

PROBLEM TO BE SOLVED: To enable attendants of a conference to communicate their thoughts clearly and smoothly by providing a processing means, which moves three-dimensional computer models for at least the respective attendants according to data received from other attendants so that the movement of an attendant is transmitted, etc.

SOLUTION: Three-dimensional avatars (computer model) of attendants of video conferencing or others and a three-dimensional computer model for a conference room are **stored** in an **avatar** and 3D conference model storage device 114. According to information in MPEG4 bit streams from other attendants, a model processor 116 animates the **stored** avatars so that the avatars **simulate** the movement of corresponding attendants of the video conferencing. An image drawing unit 118 draws a 3D model image of the conference room and avatars and the resulting pixel data are written in a frame buffer 120 and displayed on a monitor 34 at a video rate.

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14/5/3 (Item 3 from file: 347)

DIALOG(R)File 347:JAPIO

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05216048 **Image available**

VIRTUAL REALITY SIMULATING DEVICE

PUB. NO.: 08-171548 [JP 8171548 A]

PUBLISHED: July 02, 1996 (19960702)

INVENTOR(s): YAMAMOTO KAZUNARI

APPLICANT(s): TOKYO GAS CO LTD [330195] (A Japanese Company or Corporation), JP (Japan)

APPL. NO.: 06-334219 [JP 94334219]

FILED: December 16, 1994 (19941216)

INTL CLASS: [6] **G06F-017/00**

JAPIO CLASS: 45.4 (INFORMATION PROCESSING -- Computer Applications)

ABSTRACT

PURPOSE: To provide the **virtual reality simulating** device which is high in reality.

CONSTITUTION: A computer finds and **stores** the relation among the comfortable/ uncomfortable feeling, blood pressure, perspiration amount, and brain waves of a user. A sphygmomanometer, perspiration meter, and brain wave meter 5 measures the current blood pressure, perspiration amount, and brain waves. The computer 7 calculates an electric current to be impressed from data on the measured blood pressure, perspiration amount, and brain waves in consideration of their relation. A current application device 3 supplies a current corresponding to a signal sent from the computer 7. The computer 7 makes an image display device display a stereoscopic image and a sound output device output a stereophonic sound.

14/5/4 (Item 4 from file: 347)

DIALOG(R)File 347:JAPIO

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05216047 **Image available**

VIRTUAL REALITY SIMULATING DEVICE

PUB. NO.: 08-171547 [JP 8171547 A]
PUBLISHED: July 02, 1996 (19960702)
INVENTOR(s): YAMAMOTO KAZUNARI
APPLICANT(s): TOKYO GAS CO LTD [330195] (A Japanese Company or Corporation)
, JP (Japan)
APPL. NO.: 06-334218 [JP 94334218]
FILED: December 16, 1994 (19941216)
INTL CLASS: [6] G06F-017/00
JAPIO CLASS: 45.4 (INFORMATION PROCESSING -- Computer Applications)

ABSTRACT

PURPOSE: To provide the **virtual reality simulating** device which is high in reality.

CONSTITUTION: A computer finds and **stores** the relation among the comfortable/ uncomfortable feeling, blood pressure, perspiration amount, and brain waves of a user. A sphygmomanometer, perspiration meter, and brain wave meter 5 measures the current blood pressure, perspiration amount, and brain waves. The computer 7 calculates vibrations to be generated from data on the measured blood pressure, perspiration amount, and brain waves in consideration of their relation. A vibration generating device 3 generates the vibrations sent from the computer 7. The computer 7 makes an image display device display a stereoscopic image and a sound output device output a stereophonic sound.

14/5/5 (Item 1 from file: 350)

DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016503027 **Image available**
WPI Acc No: 2004-661311/200464
XRPX Acc No: N04-523634

3-D object sample filtering method for computer graphics system, involves reading samples with subsets of samples corresponding to sequential pixels and filtering concurrently each subsets to produce set of sequential pixels

Patent Assignee: SCHIMPF M W (SCHI-I); TANG Y Y (TANG-I)

Inventor: SCHIMPF M W; TANG Y Y

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20040174368	A1	20040909	US 2003377924	A	20030303	200464 B

Priority Applications (No Type Date): US 2003377924 A 20030303

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20040174368	A1	26	G06T-001/00		

Abstract (Basic): US 20040174368 A1

NOVELTY - The method involves reading a set of samples **stored** in a sample cache, comprising a set of subsets of samples corresponding to a set of sequential pixels, from a memory. The individual subsets comprise samples from the set of samples. The individual subsets of samples are filtered concurrently by a sample-to-pixel calculation unit. The subsets are sampled to produce set of sequential pixels.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for a graphic system performing a sample filtering method.

USE - Used for filtering sample of 3-D object generated from computer graphic system utilized computer-generated animation for

motion picture, **virtual reality simulator** /trainer, and interactive computer game.

ADVANTAGE - The both sample cache and the sample-to-pixel calculation unit operate at the higher clock rate, thus reducing the time required to filter many samples into one pixel.

DESCRIPTION OF DRAWING(S) - DESCRIPTION OF DRAWING - The drawing shows a hardware accelerator and the frame buffer.

Hardware accelerator (18)

Frame buffer (22, 42)

Sample buffer (40)

Sample-to-pixel calculation unit (52)

Sample filter (172)

pp; 26 DwgNo 8/15

Title Terms: OBJECT; SAMPLE; FILTER; METHOD; COMPUTER; GRAPHIC; SYSTEM;
READ; SAMPLE; SUBSET; SAMPLE; CORRESPOND; SEQUENCE; PIXEL; FILTER;
CONCURRENT; SUBSET; PRODUCE; SET; SEQUENCE; PIXEL

Derwent Class: T01

International Patent Class (Main): G06T-001/00

International Patent Class (Additional): **G06F-015/00**

File Segment: EPI

14/5/6 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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016492518 **Image available**

WPI Acc No: 2004-650462/200463

XRPX Acc No: N04-514441

Real time movement and event e.g. sport, recording apparatus e.g. portable gaming unit, permits data related to movement of GPS receiver and operator events to be downloaded into memory of secondary processor for replay

Patent Assignee: JENKINS A (JENK-I); TREADWEEL S (TREA-I); TREADWELL S (TREA-I)

Inventor: JENKINS A; TREADWEEL S; TREADWELL S

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20040164897	A1	20040826	US 2003448865	P	20030224	200463 B
			US 2004779798	A	20040218	
CA 2457994	A1	20040824	CA 2457994	A	20040218	200463

Priority Applications (No Type Date): US 2003448865 P 20030224; US 2004779798 A 20040218

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20040164897	A1	14	H01Q-003/22	Provisional application	US 2003448865

CA 2457994 A1 E G06F-019/00

Abstract (Basic): US 20040164897 A1

NOVELTY - The apparatus

(1) has a CPU (3) to **store** data related to a calculated position and movement of a GPS receiver (2) for a time interval and data related to events experienced by an operator during the interval in a memory module (5). The **stored** data is downloaded into a memory of a secondary processor for replaying and **simulating** the movement of the receiver.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for an

electronic gaming method using an electronic gaming unit.

USE - Used for recording real time movement and events such as recreation, sport e.g. baseball, football, hockey, and basketball, outdoor game and gaming including treasure hunt, traversing slalom course and maze, team games such as capture the flag, poker runs, exercise and general competition that are experienced by an individual.

ADVANTAGE - The apparatus effectively permits the subsequent replay of the movements and experiences in a **virtual reality** domain. The apparatus also permits individuals to play or compete against computers or other individuals situated in distant localities without the limitations and expense associated with the transmission of data through radio frequency, paging or cellular networks.

DESCRIPTION OF DRAWING(S) - The drawing shows a schematic view of an electronic architecture of a gaming apparatus.

GPS receiver (2)

CPU (3)

Memory module (5)

Liquid crystal display (14)

Video controller (16)

pp; 14 DwgNo 2/10

Title Terms: REAL; TIME; MOVEMENT; EVENT; SPORTS; RECORD; APPARATUS;
PORTABLE; GAME; UNIT; PERMIT; DATA; RELATED; MOVEMENT; GROUP; RECEIVE;
OPERATE; EVENT; MEMORY; SECONDARY; PROCESSOR; REPLAY

Derwent Class: P36; T01; W04; W06

International Patent Class (Main): **G06F-019/00** ; H01Q-003/22

International Patent Class (Additional): A63F-013/00; G01S-005/14

File Segment: EPI; EngPI

14/5/7 (Item 3 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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016326538 **Image available**

WPI Acc No: 2004-484435/200446

XRPX Acc No: N04-382192

Assembly property evaluation method in component assembly simulation system, involves estimating actual reactive force applied on load during handling in virtual space using stored attributes and myogenic potential

Patent Assignee: MATSUSHITA ELECTRIC WORKS LTD (MATW)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2004178222	A	20040624	JP 2002342943	A	20021126	200446 B

Priority Applications (No Type Date): JP 2002342943 A 20021126

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2004178222	A		16	G06F-017/50	

Abstract (Basic): JP 2004178222 A

NOVELTY - Three dimensional (3D) design data of the components and installation tool is indicated on a display (20) attached to a **simulating** object within a virtual handling space. The posture and positional data of components and handling hand of operator are obtained. The amount of force applied to component during handling is estimated from attributes and myogenic potential data.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for assembly property evaluation support device.

USE - For evaluating assembly property of components in **simulation** system using 3D computer aided design (CAD) data.

ADVANTAGE - Ensures exact evaluation by estimating the reactive force relevant to actual situation, even in case of **virtual reality** based calculations is carried out.

DESCRIPTION OF DRAWING(S) - The figure shows a block diagram of assembly property evaluation apparatus. (Drawing includes non-English language text).

data processor (2)
display (20)
3D design database (30)
attribute database (31)
installation database (32)
assembly database (33)
pp; 16 DwgNo 1/8

Title Terms: ASSEMBLE; PROPERTIES; EVALUATE; METHOD; COMPONENT; ASSEMBLE;
SIMULATE ; SYSTEM; ESTIMATE; ACTUAL; REACT; FORCE; APPLY; LOAD; HANDLE;
VIRTUAL; SPACE; STORAGE; ATTRIBUTE; MYOGENIC; POTENTIAL

Derwent Class: T01; T06

International Patent Class (Main): **G06F-017/50**

International Patent Class (Additional): **G06F-017/60**

File Segment: EPI

14/5/8 (Item 4 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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016258847 **Image available**

WPI Acc No: 2004-416741/200439

Method and system for realizing virtual living using avatar

Patent Assignee: LEE C K (LEEC-I)

Inventor: LEE C K

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2004013807	A	20040214	KR 200246893	A	20020808	200439 B

Priority Applications (No Type Date): KR 200246893 A 20020808

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2004013807	A		1	G06F-019/00	

Abstract (Basic): KR 2004013807 A

NOVELTY - A method and a system for realizing the virtual living using an **avatar** are provided to offer the **avatar**, a pet, and a cyber house to a virtual space, and to realize the virtual living by selling an article and offering an AD(ADvertisement).

DETAILED DESCRIPTION - A main server constructs a member database(21), an AD database(22), the virtual space(23), a **shopping mall** (24), an action processor(25), a settlement processor(26), and a display part(27). The member database **stores** member information such as a name, an address, a resident registration number, an ID, a password, and a cyber money account of a member. The AD database **stores** various ADs in a voice, a text, and a moving image AD form. The cyber space is the space to make the **avatar** and the pet **live**, and includes various living spaces such as a cyber house, a virtual **shop**, and a park. The action processor performs an action if the data for various actions of the **avatar** and the pet is inputted to the main server from a member terminal(10). An advertiser server(30) provides

the AD to the article sold from the cyber **shop** and connects to the main server.

pp; 1 DwgNo 1/10

Title Terms: METHOD; SYSTEM; REALISE; VIRTUAL; **LIVE**

Derwent Class: T01

International Patent Class (Main): **G06F-019/00**

File Segment: EPI

14/5/9 (Item 5 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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016233600

WPI Acc No: 2004-391493/200437

XRPX Acc No: N04-311466

In doors integrated motion simulation system based on technique of virtual reality

Patent Assignee: LIU Z (LIUZ-I).

Inventor: LIU Z

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
CN 1480839	A	20040310	CN 2003153203	A	20030807	200437 B

Priority Applications (No Type Date): CN 2003153203 A 20030807

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
CN 1480839	A		G06F-009/455	

Abstract (Basic): CN 1480839 A

NOVELTY - The characters of the invention are that training software for different sport items are **stored** in different integration cards. When in use, the integration card needed is inserted into dedicated slot connected to main controller so as to realize the sport needed in **virtual reality**. The system includes integration cards, main controller, **simulation** platform, projection screen in front of the **simulation** platform, and projector behind and above the **simulation** platform as well as exerciser and checkout test set. The input end of the projector is connected to main controller. Data transmission between the said dedicated slot and main controller is carried out through USB interface. The invention integrates **simulation** systems of various sports items for users to choose. Users in exercise can view own **virtual reality**.

DwgNo 0/0

Title Terms: DOOR; INTEGRATE; MOTION; **SIMULATE** ; SYSTEM; BASED; TECHNIQUE; VIRTUAL

Derwent Class: T01

International Patent Class (Main): **G06F-009/455**

File Segment: EPI

14/5/10 (Item 6 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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016106412 ****Image available****

WPI Acc No: 2004-264288/200425

System for virtual reality acupuncture and moxibustion, and method for practicing acupuncture and moxibustion by using the same

Patent Assignee: JO H J (JOHJ-I); KIM J S (KIMJ-I); SHIN J T (SHIN-I); SHIN S S (SHIN-I)

Inventor: JO H J; KIM J S; SHIN J T; SHIN S S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2003091343	A	20031203	KR 200229273	A	20020527	200425 B

Priority Applications (No Type Date): KR 200229273 A 20020527

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2003091343	A	1	G06F-019/00	

Abstract (Basic): KR 2003091343 A

NOVELTY - A system for **virtual reality** acupuncture and moxibustion, and a method for practicing the acupuncture and the moxibustion by using the same are provided to practice the acupuncture and the moxibustion stereographically and to evaluate the practice by using a 3D(Dimensional) virtual body.

DETAILED DESCRIPTION - A geometric information database(100) **stores** the geometric data, which is the polygon data generated based on the preset body. A surface information database(110) **stores** a surface image, which is the bitmap data of each part of the body. An acupuncture spot information database(120) **stores** the acupuncture spot data including a position of the acupuncture spot, a symptom related to each acupuncture spot, and the position, an angle, and a depth of the effective acupuncture for each acupuncture spot. A **simulator** (130) displays the **virtual reality** body by linking with the geometric data, the surface image, and the acupuncture spot data, and evaluates the acupuncture of a learner based on the position of the acupuncture spot, and the position, the angle, and the depth of the acupuncture.

pp; 1 DwgNo 1/10

Title Terms: SYSTEM; VIRTUAL; ACUPUNCTURE; MOXIBUSTION; METHOD; ACUPUNCTURE ; MOXIBUSTION

Derwent Class: T01

International Patent Class (Main): G06F-019/00

File Segment: EPI

14/5/11 (Item 7 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015972643 **Image available**

WPI Acc No: 2004-130484/200413

XRPX Acc No: N04-104023

Floating point exponentiation circuit for graphics adapter, produces floating point value satisfying specific equation having exponential and mantissa field based on input values

Patent Assignee: INT BUSINESS MACHINES CORP (IBMC)

Inventor: FOSSUM G C; FOX T W

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6681237	B1	20040120	US 2000656526	A	20000907	200413 B

Priority Applications (No Type Date): US 2000656526 A 20000907

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
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Abstract (Basic): US 6681237 B1

NOVELTY - The circuit produces floating point value P satisfying specific equation that includes exponent field BEXP and mantissa field 1.BMAN of base B, higher order bit 1 and radix point between higher order bit and mantissa field, based on input floating point values B, E. The P value is adjusted such that integer and fractional portions of P are **stored** in respective register fields (432,434).

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (1) graphics adapter; and
- (2) data processing system.

USE - Floating point exponentiation circuit for graphics adapter (claimed) for use in data processing system (claimed) e.g. microprocessor based computer system that performs tasks such as computer-assisted drafting, architectural design, **simulation** trainers for aircraft and other vehicles, molecular modeling, **virtual reality** applications and video games.

ADVANTAGE - The exponentiation circuit determines floating point value quickly to optimize three-dimensional graphic images.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of the floating point exponentiation circuit.

floating point adder (424)
floating point register (430)
exponent field (432)
mantissa field (434)
multiplexer (440)
pp; 13 DwgNo 4/7

Title Terms: FLOAT; POINT; CIRCUIT; GRAPHIC; PRODUCE; FLOAT; POINT; VALUE; SATISFY; SPECIFIC; EQUATE; EXPONENTIAL; MANTISSA; FIELD; BASED; INPUT; VALUE

Derwent Class: T01

International Patent Class (Main): G06F-007/38

File Segment: EPI

14/5/12 (Item 8 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015971408 **Image available**

WPI Acc No: 2004-129249/200413

Specialized car mall through car avatar and 3d virtual tuning simulation system

Patent Assignee: KANG S H (KANG-I)

Inventor: KANG S H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2003080360	A	20031017	KR 200218946	A	20020408	200413 B

Priority Applications (No Type Date): KR 200218946 A 20020408

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2003080360	A	1	G06F-019/00	

Abstract (Basic): KR 2003080360 A

NOVELTY - A specialized car **mall** through a car **avatar** and a 3D virtual tuning **simulation** system is provided to enhance reliability

for a product and a company, and buying desire by offering a more realistic interface for viewing and searching the product to on-line customers.

DETAILED DESCRIPTION - A user or the customer connects to a web server. The customer requests a desired car model, or selects a **vendor** and the car model through a selection menu. The car information selected through the web server is displayed on a web browser by loading a 3D object and a multimedia file of a file server. The navigation for the interior and the exterior of the car is carried out according to user's want, and the detail information inquiry and the function operating are carried out by selecting and changing the goods according to each part. The model finally tuned by the customer is **stored** and managed as the car **avatar**. The price for each part or a total price is **simulated** when the customer wants to buy.

pp; 1 DwgNo 1/10

Title Terms: SPECIAL; CAR; **MALL** ; THROUGH; CAR; VIRTUAL; TUNE; **SIMULATE** ;
SYSTEM

Derwent Class: T01

International Patent Class (Main): **G06F-019/00**

File Segment: EPI

14/5/13 (Item 9 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015801888 **Image available**

WPI Acc No: 2003-864091/200380

XRPX Acc No: N03-689720

Advertisement asset exposure measuring system in musical and game shows, has metadata database that stores metadata which includes trigger for providing instruction for displaying audio/video data

Patent Assignee: GIBBS S (GIBB-I); NATARAJAN J (NATA-I)

Inventor: GIBBS S; NATARAJAN J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030187730	A1	20031002	US 2002109491	A	20020327	200380 B

Priority Applications (No Type Date): US 2002109491 A 20020327

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 20030187730	A1	12	G06F-017/60	

Abstract (Basic): US.20030187730 A1

NOVELTY - A content database **stores** audio/video data and a metadata database **stores** metadata which includes a trigger for providing an instruction for displaying the audio/video data.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

(1) asset exposure measuring method; and

(2) computer-readable medium storing instructions for executing asset exposure measuring method.

USE - For measuring exposure of advertisement assets in musical show, baseball game show, reality show such as **live** car race show and sports productions in network. Also, applicable for video game and **virtual reality** applications.

ADVANTAGE - As the trigger provides instructions such as physical placements of advertisements, duration of placements based on time,

duration of placements based on views by the user, the advertising asset are effectively provided to the user.

DESCRIPTION OF DRAWING(S) - The figure shows the flow diagram of the asset exposure measuring method.

pp; 12 DwgNo 4/5

Title Terms: ADVERTISE; EXPOSE; MEASURE; SYSTEM; MUSIC; GAME; SHOW;

DATABASE; STORAGE; TRIGGER; INSTRUCTION; DISPLAY; AUDIO; VIDEO; DATA

Derwent Class: T01; W04

International Patent Class (Main): G06F-017/60

File Segment: EPI

14/5/14 (Item 10 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015626300 **Image available**

WPI Acc No: 2003-688471/200365

Related WPI Acc No: 2001-657058

XRPX Acc No: N03-550053

Virtual trading floor system for simulating trading action in real-time in a financial market , has graphic interface, control interface and data interface coupled to coder-decoder that receives and transmits data with trading source

Patent Assignee: BORCHEW M (BORC-I); HAUK E (HAUK-I)

Inventor: BORCHEW M; HAUK E

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030126068	A1	20030703	US 99166306	P	19991118	200365 B
			US 2000540601	A	20000331	
			US 2002324507	A	20021220	

Priority Applications (No Type Date): US 99166306 P 19991118; US 2000540601 A 20000331; US 2002324507 A 20021220

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 20030126068	A1	21	G06F-017/60	Provisional application US 99166306

Cont of application US 2000540601

Abstract (Basic): US 20030126068 A1

NOVELTY - The system (100) has a graphic interface (150), a control interface (130) and a data interface (140) coupled to a coder-decoder (120) that receives and transmits data with a trading source (110). The graphic interface receives and displays certain data transmitted from the coder-decoder as buying and selling trader metaphors representing the actual buying and selling traders.

DETAILED DESCRIPTION - The control interface initiates the orders related to the data received and transmitted by the coder-decoder. The data interface displays the data in a non-graphic, human-readable form, and receives and transmits data to and from the coder-decoder.

INDEPENDENT CLAIMS are included for the following:

- (a) the trading **simulator** ; and
- (b) the use method of the trading **simulator** .

USE - For **simulating** trading action of actual buying and selling traders in a financial **market** and graphically representing the buying and selling traders on a display.

ADVANTAGE - Provides a front-end virtual trading floor system to be interconnected with existing electronic exchanges. Provides a system

where traders from anywhere in the world to be linked to an exchange and where traders are represented graphically as virtual pit participants. Provides virtual trading system where individual traders may participate via **live** , real-time feeds. Enables an off-site trader to conduct trades as a participant in a virtual pit as opposed to virtual trading floor where the trader views a 2 or 3 dimensional display. Provides a trading game or a trading **simulator** utilizing either the virtual trading or **virtual reality** trading systems. Enables trader to easily view and trade price differentials within select stocks or commodities or between different stocks or commodities.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of the virtual trading floor system comprising of coder-decoder, graphic interface, data interface and control interface.

Virtual trading floor system (100)
Trading source (110)
Coder-decoder (120)
Control interface (130)
Data interface (140)
Graphic interface (150)
pp; 21 DwgNo 1/9

Title Terms: VIRTUAL; TRADE; FLOOR; SYSTEM; **SIMULATE** ; TRADE; ACTION; REAL ; TIME; FINANCIAL; **MARKET** ; GRAPHIC; INTERFACE; CONTROL; INTERFACE; DATA ; INTERFACE; COUPLE; CODE; DECODE; RECEIVE; TRANSMIT; DATA; TRADE; SOURCE
Derwent Class: T01
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

14/5/15 (Item 11 from file: 350)

DIALOG(R)File 350:Derwent WPIX
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015614844 **Image available**
WPI Acc No: 2003-677001/200364

System and method for synthesizing three-dimensional contents of virtual reality space into three-dimensional living body model in real time

Patent Assignee: YOO J H (YOOJ-I)

Inventor: YOO J H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2002079268	A	20021019	KR 200120057	A	20010414	200364 B

Priority Applications (No TypeDate): KR 200120057 A 20010414

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2002079268	A	1	G06F-019/00	

Abstract (Basic): KR 2002079268 A

NOVELTY - A system and method for synthesizing three-dimensional contents of **virtual reality** space to a three-dimensional living body model in real time is provided to supply and synthesize a three-dimensional living body model of a user with a virtual three-dimensional living body template model being supplied in a **virtual reality** system.

DETAILED DESCRIPTION - A storing unit(330) **stores** a three-dimensional living body model of a user by a user's request from a user terminal(10-1, 10-n). A body template storing unit(320) includes a three-dimensional living body template model of the **virtual**

reality system to be synthesized with the three-dimensional living body model of the user. The first synthesizing unit(340) synthesizes the three-dimensional living body model of the user with the three-dimensional living body template model. A control unit(360) is provided for the user to control a physical parameter of the synthesizing model. A contents storing unit(380) is provided for applying to the synthesizing model. The second synthesizing unit(370) synthesizes the synthesizing model with three-dimensional contents. A main processing device(350) controls information being transmitted from the control unit(360) and the synthesizing units(340,370) and various peripheral function units.

pp; 1 DwgNo 1/10

Title Terms: SYSTEM; METHOD; SYNTHESIS; THREE; DIMENSION; CONTENT; VIRTUAL; SPACE; THREE; DIMENSION; **LIVE** ; BODY; MODEL; REAL; TIME

Derwent Class: T01; W04

International Patent Class (Main): **G06F-019/00**

File Segment: EPI

14/5/16 (Item 12 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015598285 **Image available**

WPI Acc No: 2003-660440/200362

Related WPI Acc No: 2003-606987; 2003-660435; 2003-660438

XRPX Acc No: N03-526728

Memory management operations performing method, involves preloading all non-dynamic tessellation units in virtual reality files to the available memory space prior to simulation and rendering of the complex environment

Patent Assignee: HUBRECHT A Y N (HUBR-I); NUYDENS T (NUYD-I); VRCONTEXT SA (VRCO-N)

Inventor: HUBRECHT A Y N; NUYDENS T

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030117405	A1	20030626	US 200123996	A	20011221	200362 B
US 6809738	B2	20041026	US 200123996	A	20011221	200470

Priority Applications (No Type Date): US 200123996 A 20011221

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
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US 20030117405	A1	90	G06F-012/02	
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US 6809738	B2		G06F-012/02	
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Abstract (Basic): US 20030117405 A1

NOVELTY - The method involves allocating video memory and accelerated graphics port (AGP) memory in graphics hardware (18) of the **virtual reality (VR)** system (28). All non-dynamic tessellation units in the **VR** files are pre-loaded into the memories prior to **simulation** and rendering frames of the complex environment. The tessellation units are preloaded in the memories if the memory space is available.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for

(1) a system for performing memory management operations.

(2) **stored** software.

USE - Used for performing memory management operations in graphical displays of complex virtual environments e.g. offshore platforms, industrial plants, building complexes.

ADVANTAGE - The method provides an acceptable level of visualization and **simulation** to the user with an improved frame rate, thereby the method provides an effective **virtual reality** solution for complex environment.

DESCRIPTION OF DRAWING(S) - The drawing illustrating a system environment for providing interactive displays of complex virtual environments.

Graphics hardware (18)

Virtual reality system. (28)

pp; 90 DwgNo 1/28

Title Terms: MEMORY; MANAGEMENT; OPERATE; PERFORMANCE; METHOD; PRELOADED; NON; DYNAMIC; UNIT; VIRTUAL; FILE; AVAILABLE; MEMORY; SPACE; PRIOR;

SIMULATE ; RENDER; COMPLEX; ENVIRONMENT

Derwent Class: T01; W04; X25

International Patent Class (Main): **G06F-012/02**

International Patent Class (Additional): G06T-015/30; G06T-017/20

File Segment: EPI

14/5/17 (Item 13 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015538431 **Image available**

WPI Acc No: 2003-600587/200357

XRPX Acc No: N03-478584

Coding method for visualization of multidimensional virtual worlds involves using procedural elements which produce archetype of category of entities

Patent Assignee: DOMINICI F (DOMI-I)

Inventor: DOMINICI F

Number of Countries: 027 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 1333376	A1	20030806	EP 2002425057	A	20020205	200357 B
US 20030151605	A1	20030814	US 2003357339	A	20030204	200360

Priority Applications (No Type Date): EP 2002425057 A 20020205

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 1333376	A1	E	18	G06F-009/44	

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
LI LT LU LV MC MK NL PT RO SE SI TR

US 20030151605 A1 G06T-015/00

Abstract (Basic): EP 1333376 A1

NOVELTY - The virtual world is generated by the execution of several archetypical procedural elements **stored** in a data base on the information processing system. The virtual world is made of several different viewable end entities. Each procedural element produces an archetype of the category of entities corresponding to final entity of virtual world to be visualized.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a coding system

USE - For visualization of multidimensional virtual worlds in **virtual reality** systems from video game to industrial **simulators** .

ADVANTAGE - Allows immediate exploration of virtual worlds. Achieves enormous reduction of dimensions of needed data compared to standard techniques.

DESCRIPTION OF DRAWING(S) - The figure shows in schematic format an

example of use of an archetype of a final object category.

pp; 18 DwgNo 2/7

Title Terms: CODE; METHOD; MULTIDIMENSIONAL; VIRTUAL; PROCEDURE; ELEMENT;
PRODUCE; CATEGORY; ENTITY

Derwent Class: T01

International Patent Class (Main): G06F-009/44 ; G06T-015/00

File Segment: EPI

14/5/18 (Item 14 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015513861 **Image available**

WPI Acc No: 2003-576008/200354

XRPX Acc No: N03-457848

Bimodal peripheral controller for computer system, permits router to connect high speed buses to any other bus or to only lower speed buses by selecting suitable mode

Patent Assignee: SILICON GRAPHICS INC (SILI-N)

Inventor: MILLER S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6553446	B1	20030422	US 99409299	A	19990929	200354 B

Priority Applications (No Type Date): US 99409299 A 19990929

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 6553446	B1	24	G06F-001/00	

Abstract (Basic): US 6553446 B1

NOVELTY - The write and read buffers (207) respectively couple write transactions on low speed bus into cache line, sized data transfer to a router and **store** fetched data. A prefetcher (206) reads sequential cache lines, until the read buffer is full, if there is no corresponding data in the read buffer. A clock selects either of the modes for permitting the router to connect high speed buses to any other bus or to only low speed buses.

USE - For computer system e.g. personal computer for digital media applications for processing audio, video and realistic computer generated three-dimensional graphic image like in generation of special effects for movies, computer animation, real time **simulation** ; video teleconferencing, Internet-related applications, computer games, telecommuting, **virtual reality** , high speed databases, real-time interactive **simulation** , medical diagnostic imaging and Internet.

ADVANTAGE - Enable many CPU/memory and peripheral to communicate with any peripheral in the system, though both high and low links are required. Hence the system are able to seal in physical term by addition of subsystem such as peripheral and peripheral control without loss of functionality and the commercial feasible required for effective performance of CPU, or memory node and having protocols not directly compatible with high speed links can be used. Prefetching enables faster read response time and reduces memory latency for optimal system performance. By doing transfers that are exactly one cache line, the cache coherency operations are more efficient and memory is also optimized for blocks of size and alignment.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of a bimodal peripheral controller.
prefetcher (206)

buffers (207)
pp; 24 DwgNo 11/13
Title Terms: PERIPHERAL; CONTROL; COMPUTER; SYSTEM; PERMIT; ROUTER; CONNECT
; HIGH; SPEED; BUS; BUS; LOWER; SPEED; BUS; SELECT; SUIT; MODE
Derwent Class: T01
International Patent Class (Main): G06F-001/00
File Segment: EPI

14/5/19 (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015065945 **Image available**
WPI Acc No: 2003-126461/200312

Advertising method using on-line management simulation game on internet
Patent Assignee: ODEES STUDIO CO LTD (ODEE-N)
Inventor: KIM D H
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No Kind Date Applicat No Kind Date Week
KR 2002063947 A 20020807 KR 20014446 A 20010131 200312 B

Priority Applications (No Type Date): KR 20014446 A 20010131
Patent Details:
Patent No Kind Lan Pg Main IPC Filing Notes
KR 2002063947 A 1 G06F-017/60

Abstract (Basic): KR 2002063947 A

NOVELTY - An advertising method using an on-line management **simulation** game on the Internet is provided to transmit an advertisement of a predetermined commodity to a user effectively through a game by making a commodity or an item being dealt in a **stored** in a game be applied to a commodity being traded on an off-line.

DETAILED DESCRIPTION - A user connects to a web site being managed by a server computer which supplies an on-line game service (101). The user receives an ID and a password (103). The user selects a figure of an **avatar** or a character and a business category of the **avatar** (105). The user performs a log-in process, and may start a game (107). The **avatar** of the user is loaded on a predetermined portion of a protection area cross map (109). The **avatar** maintains a living by receiving cyber money from a society welfare section (111). The **avatar** visits a house agent in the protection area and selects/receives a **store** without pay (113). The **avatar** visits a wholesale **store** and receives a commodity to be dealt in the **store** (115). The user manages the **store** and collects cyber money (117). If the collected cyber money is more than a predetermined amount, the user may out from the protection area (119). The user visits a house agent and selects one's **store** (121). The **avatar** decides a commodity to be dealt in the **store** and visits a wholesale **store** and receives a commodity (125). The user starts a commodity business (127). When the **avatar** sells a commodity to other **avatar** and buys a commodity from other **avatar**, points are collected (131). The points may be used for a discount (133).

pp; 1 DwgNo 1/10
Title Terms: ADVERTISE; METHOD; LINE; MANAGEMENT; **SIMULATE** ; GAME
Derwent Class: T01; W04
International Patent Class (Main): G06F-017/60
File Segment: EPI

14/5/20 (Item 16 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014813000 **Image available**
WPI Acc No: 2002-633706/200268

Internet service device and method capable of virtual coordinating and making up through image synthesis

Patent Assignee: SOHN J W (SOHN-I)
Inventor: SOHN J W
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2002027889	A	20020415	KR 200058660	A	20001006	200268 B

Priority Applications (No Type Date): KR 200058660 A 20001006

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2002027889	A		1 G06F-019/00	

Abstract (Basic): KR 2002027889 A

NOVELTY - An Internet service device and a method capable of virtual coordinating and making up through image synthesis are provided to make a user know the matching coordination and makeup products before purchasing by enable the user to synthesize the user and product image in the **virtual reality** on the Internet.

DETAILED DESCRIPTION - The method comprises an image input system(7) inputting the image of user and various products, a database server(3) including an e-mail address database(4), an image database(5) and a product image and information database(6), an image synthesis server(2) synthesizing the user image and the selected product image, and a main web server(1) possessing an e-mail server transmitting the synthesized image to the address of user. The image of user and products is obtained by the image input system such as a scanner, a digital camera, and so on. The obtained image is **stored** in each database and extracted from each database when the user wants to the image synthesis. The image synthesis server provides a **simulator** capable of synthesizing the image of user and desired product.

pp; 1 DwgNo 1/10

Title Terms: SERVICE; DEVICE; METHOD; CAPABLE; VIRTUAL; COORDINATE; UP; THROUGH; IMAGE; SYNTHESIS

Derwent Class: T01

International Patent Class (Main): G06F-019/00

File Segment: EPI

14/5/21 (Item 17 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014667863 **Image available**
WPI Acc No: 2002-488567/200252
XRPX Acc No: N02-386125

Virtual object used in three-dimensional object oriented environment, has user-sensible aspect and functional aspect, in which user-sensible aspect is encapsulated separately from functional aspect

Patent Assignee: GEOMCORE LTD (GEOM-N)
Inventor: ELBER G; SHAKED O; SHMUELI O

Number of Countries: 097 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020033839	A1	20020321	US 2000233478	A	20000919	200252 B
			US 2001887026	A	20010625	
WO 200225586	A2	20020328	WO 2001IL877	A	20010916	200252
AU 200194145	A	20020402	AU 200194145	A	20010916	200252

Priority Applications (No Type Date): US 2000233478 P 20000919; US 2001887026 A 20010625

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020033839	A1	23	G06F-009/00	Provisional application	US 2000233478

WO 200225586 A2 E G06T-000/00

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200194145 A G06F-009/00 Based on patent WO 200225586

Abstract (Basic): US 20020033839 A1

NOVELTY - The virtual object comprises of a user-sensible aspect and a functional aspect. The user-sensible aspect is encapsulated as a user-sensible encapsulation, separately from the functional aspect.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (a) the **virtual reality** environment;
- (b) the dedicated control component for controlling functionality of virtual objects;
- (c) the method for facilitating interaction between client terminals in a networked **virtual reality** environment;
- (d) the method for restricting interactions of virtual objects;
- (e) and the functionality control of virtual objects.

USE - For use in a three-dimensional object oriented environment, e.g. for **simulators** used in military, flight, and other **virtual - reality** type training.

ADVANTAGE - Separately **store** form and function characteristics of virtual objects so that user-sensible characteristics or form of virtual object can be downloaded to user clients without downloading functional or behavioral characteristics. Controls functional and behavioral aspects of virtual objects with dedicated modular units. Provides associations between objects, such that changes in one object automatically trigger desired changes in associated objects. Controls and limits secondary effects of object interactions. Facilitates real time multiple client interaction with objects within the same networked virtual environment. Limits amount of data requiring transfer between different nodes of networked interactive computing environment to allow interactions with computing environment to be transmitted to all clients in real time. Allows association of different functionalities with the set of objects comprising an existing scene.

DESCRIPTION OF DRAWING(S) - The figure is a schematic diagram showing the networked computing environment.

pp; 23 DwgNo 1/12

Title Terms: VIRTUAL; OBJECT; THREE; DIMENSION; OBJECT; ORIENT; ENVIRONMENT ; USER; SENSE; ASPECT; FUNCTION; ASPECT; USER; SENSE; ASPECT; ENCAPSULATE ; SEPARATE; FUNCTION; ASPECT

Derwent Class: T01; W04; W06; W07

International Patent Class (Main): G06F-009/00 ; G06T-000/00

File Segment: EPI

14/5/22 (Item 18 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014537563 **Image available**
WPI Acc No: 2002-358266/200239

Golf simulation system and method using virtual reality

Patent Assignee: PARK S E (PARK-I); PARK S U (PARK-I)

Inventor: PARK S E; PARK S U

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001087029	A	20010915	KR 200011092	A	20000306	200239 B
KR 370630	B	20030205	KR 200011092	A	20000306	200340

Priority Applications (No Type Date): KR 200011092 A 20000306

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001087029	A	1	G06F-019/00	
KR 370630	B		G06F-019/00	Previous Publ. patent KR 2001087029

Abstract (Basic): KR 2001087029 A

NOVELTY - A golf **simulation** system and method using **virtual reality** is provided to enable users to indirectly gain field experience through the 3-dimensional modeling of golf courses and through the acquisition of information by precise numeric data.

DETAILED DESCRIPTION - A user, registered as a client in a golf **simulation** system operating server, accesses the server on the Internet(s1000). The user selects a desired service among services the system provides and requests the server to provide the selected service(s2000). In response to the request, the server activates a main Java applet installed in the client side according to the requested service and reads necessary data from a local disk installed in the client side(s3000,s4000). If the user selects a service option(s5000), the server fetches **virtual reality** data equivalent to the selected service option from a connected database and provides the data to the user(s6000). The user executes **simulation** using the **virtual reality** data provided from the server(s7000). The server **stores** a **simulation** execution result in the user's local disk(s8000).

pp; 1 DwgNo 1/10

Title Terms: GOLF; **SIMULATE** ; SYSTEM; METHOD; VIRTUAL

Derwent Class: T01

International Patent Class (Main): G06F-019/00

File Segment: EPI

14/5/23 (Item 19 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014528476 **Image available**
WPI Acc No: 2002-349179/200238

Electronic manual server system and method for providing conversational product information using system

Patent Assignee: KIM J H (KIMJ-I)

Inventor: KIM J H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001065876	A	20010711	KR 9966890	A	19991230	200238 B

Priority Applications (No Type Date): KR 9966890 A 19991230

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001065876	A	1	G06F-017/00	

Abstract (Basic): KR 2001065876 A

NOVELTY - An electronic manual server system and a method for providing conversational product information using the system are provided to supply accurate information on a product by providing 3-dimensional information on the product on the basis of a web, and by directly executing a function of the product provided on the web.

DETAILED DESCRIPTION - A data storage unit(110) includes a shape data storage unit(111) which **stores** 2-dimensional and 3-dimensional shape data on all sorts of products and a functional performance data storage unit(112) which **stores** functional performance data, state chart model data, wireless markup language(WML) program data and wireless markup language data. A model generation unit(120) reads the shape data **stored** in the shape data storage unit(111), and generates 2-dimensional or 3-dimensional geometric model. A 3-dimensional user interface unit(130) includes a display unit(131) which displays the geometric model generated from the model generation unit(120) and a liquid crystal display unit(132) which displays characters. A **virtual reality** function execution unit(140) **simulates** a function of the model displayed on a web site through the user interface unit(130).

pp; 1 DwgNo 1/10

Title Terms: ELECTRONIC; MANUAL; SERVE; SYSTEM; METHOD; CONVERSATION; PRODUCT; INFORMATION; SYSTEM

Derwent Class: T01

International Patent Class (Main): G06F-017/00

File Segment: EPI

14/5/24 (Item 20 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014493520 **Image available**

WPI Acc No: 2002-314223/200235

Bidirectional cyber seminar system and method

Patent Assignee: NEXPO CO LTD (NEXP-N); KANG S (KANG-I); KIM Y (KIMY-I);

NEXPO CORP LTD (NEXP-N)

Inventor: KANG S H; KANG S; KIM Y

Number of Countries: 011 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001106080	A	20011129	KR 200069485	A	20001122	200235 B
WO 200242973	A1	20020530	WO 2001KR425	A	20010316	200242

Priority Applications (No Type Date): KR 200069485 A 20001122

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001106080	A	1	G06F-017/00	
WO 200242973	A1 E		G06F-017/60	

Designated States (National): AE CA CH CN DE GB JP RU SG US

Abstract (Basic): KR 2001106080 A

NOVELTY - A bidirectional cyber seminar system and method are

provided to execute multimedia presentation and web base seminar by processing various information provided by internet sites. Therefore, fitted information is provided to visitors.

DETAILED DESCRIPTION - A device for realizing bilateral cyber seminar consists of a seminar server(100), a chatting server(110), a web board server(120), a database(130), a media streaming server(140), an internet network(150), a speaker encoder(160), a speaker PC(170) and a listener PC(180). The seminar server(100) executes listener mode, **live** mode, on-demand mode, seminar open mode and speaker mode in web base using VRML, that is, a **virtual reality** realizing tool on internet. Therefore, a speaker and a listener can join a multimedia seminar bilaterally through the speaker PC(170) and the listener PC(180). The chatting server(110) executes chatting information by receiving **live** data from the seminar server(100). The seminar server(100) may executes multimedia presentation. The web board server(120) executes the web board by receiving on-demand data from the seminar server(100). The media streaming server(140) provides media streaming data to the seminar server(100). The database(130) **stores** personal information of the speaker and the listener and seminar information. The speaker encoder(160) encodes seminar data to digital data so that the speaker can provide seminar data to the seminar server(100).

pp; 1 DwgNo 1/10

Title Terms: BIDIRECTIONAL; SYSTEM; METHOD

Derwent Class: T01

International Patent Class (Main): G06F-017/00 ; G06F-017/60

File Segment: EPI

14/5/25 (Item 21 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014493175 **Image available**

WPI Acc No: 2002-313878/200235

Electronic commerce system and method using virtual reality simulation

Patent Assignee: JANG I S (JANG-I); LEE J P (LEEJ-I); PARK S S (PARK-I)

Inventor: JANG I S; LEE J P; PARK S S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001105511	A	20011129	KR 200025378	A	20000512	200235 B

Priority Applications (No TypeDate): KR 200025378 A 20000512

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001105511	A	1	G06F-017/60	

Abstract (Basic): KR 2001105511 A

NOVELTY - An electronic commerce system and method using **virtual reality simulation** is provided to increase the convenience of a consumer by enabling the consumer to obtain information on a product through a direct transaction between the consumer and a provider in case that the consumer purchases the product.

DETAILED DESCRIPTION - A consumer's computer(5) and a provider's computer(7) are connected to a server(50) of an electronic commerce system through determined network(9). The server(50) is equipped with a web server(40) and a mail server(11). The web server(40) includes a member information database file(15) which **stores** personal

information on the consumer or the provider, a product information database file(17) which **stores** information on products, a sample model database file(29) which **stores** character samples to be used for **virtual reality simulation**, a **simulation** execution unit(20) which includes a program(22) for forming an external shape of a character and a **simulation** program(21) for applying a determined product to the character and a connection unit(30) which connects the consumer to the provider suitable for the consumer's preference. In addition, the web server(40) is equipped with a purchasing information database file(13) which **stores** purchasing information including information on the product selected by the consumer. The **simulation** execution unit(20) includes an animation program(23) and a texturing program(26).

pp; 1 DwgNo 1/10

Title Terms: ELECTRONIC; SYSTEM; METHOD; VIRTUAL; **SIMULATE**

Derwent Class: T01

International Patent Class (Main): G06F-017/60

File Segment: EPI

14/5/26 (Item 22 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014413781 **Image available**

WPI Acc No: 2002-234484/200229

Virtual speech simulator for treating anthropophobia

Patent Assignee: HANYANG HAK WON CO LTD (HANY-N)

Inventor: KIM S I; KOO J H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001099277	A	20011109	KR 200157599	A	20010918	200229 B

Priority Applications (No Type Date): KR 200157599 A 20010918

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001099277	A		1 G06F-019/00	

Abstract (Basic): KR 2001099277 A

NOVELTY - A virtual speech **simulator** is provided to treat an anthropophobia by presenting a moving picture of a real person as a virtual audience and presenting the virtual audience as a target feeling a fear.

DETAILED DESCRIPTION -An image data storage section(613) **stores** a background image and a spectator image. A **virtual reality** image generator(611) outputs a current frame and the background image and spectator image **stored** in the image data storage section(613). A location and direction tracker(603) senses and transmits a vision field angle and a far and near value transmitted from a head mounted display which a curer has on to a transmitter(108). A vision field angle calculator(609) calculates an angle change of a curer's head according to a curer's motion signal from the location and direction tracker(603). A signal converter(601) converts an RGB output generated by a graphic board(605) into a TV image signal. 3D sound processor(607) extracts and transmits a sound corresponding to a **virtual reality** image to be provided to the curer to a curer's head mounted display.

pp; 1 DwgNo 1/10

Title Terms: VIRTUAL; SPEECH; **SIMULATE** ; TREAT

Derwent Class: T01

International Patent Class (Main): G06F-019/00
File Segment: EPI

14/5/27 (Item 23 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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014334294 **Image available**
WPI Acc No: 2002-154997/200220
XRPX Acc No: N02-117811

Computer based virtual reality trading system that simulates
virtual environment of active trading floor has device for a number of
traders to interact and complete trades via their virtual trader persons
on virtual trading floor

Patent Assignee: MELKOMIAN R (MELK-I); SARMA S (SARM-I)

Inventor: MELKOMIAN R; SARMA S

Number of Countries: 095 Number of Patents: 004

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200205182	A1	20020117	WO 2001US21377	A	20010706	200220 B
AU 200171864	A	20020121	AU 200171864	A	20010706	200234
US 20020128952	A1	20020912	US 2000216195	P	20000706	200262
			US 2001900476	A	20010706	
EP 1316040	A1	20030604	EP 2001950919	A	20010706	200337
			WO 2001US21377	A	20010706	

Priority Applications (No Type Date): US 2000216195 P 20000706; US
2001900476 A 20010706

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 200205182	A1	E	52	G06F-017/60	
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Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP
KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT
RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200171864	A			G06F-017/60	Based on patent WO 200205182
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US 20020128952	A1			G06F-017/60	Provisional application US 2000216195
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EP 1316040	A1	E		G06F-017/60	Based on patent WO 200205182
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
LI LT LU LV MC MK NL PT RO SE SI TR

Abstract (Basic): WO 200205182 A1

NOVELTY - A device is provided for generating an interactive
virtual trading floor space and for generating virtual trader persons
corresponding to virtual images of the number of traders in it and for
supporting interactive trading between a number of the virtual trader
persons. A device is used for the number of traders to interact and
complete trades via their virtual trader persons on the virtual trading
floor.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for:

(a) a method for trading financial products in a **virtual reality**
environment

(b) a computer trading system for trading financial product

USE - In exchanging of various securities and commodities that
simulates in a virtual environment an active trading floor.

ADVANTAGE - Creates a virtual environment that **simulates** a

trading floor, enables users to electronically use an open outcry auction for trading securities and to participate on a virtual trading floor environment utilizing the open outcry method, as a direct substitute for an actual trading floor.

DESCRIPTION OF DRAWING(S) - The drawing shows a view of a virtual exchange floor according to the present invention.

pp; 52 DwgNo 4a/8

Title Terms: COMPUTER; BASED; VIRTUAL; TRADE; SYSTEM; **SIMULATE** ; VIRTUAL; ENVIRONMENT; ACTIVE; TRADE; FLOOR; DEVICE; NUMBER; INTERACT; COMPLETE; VIRTUAL; PERSON; VIRTUAL; TRADE; FLOOR

Derwent Class: T01

International Patent Class (Main): **G06F-017/60**

File Segment: EPI

14/5/28 (Item 24 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014333471 **Image available**

WPI Acc No: 2002-154174/200220

XRPX Acc No: N02-117260

Current projection data determination for three-dimensional projection system, involves evaluating current projection data, based on data describing change in spatially variable area and stored projection data

Patent Assignee: SIEMENS AG (SIEI); MODVIZ INC (MODV-N)

Inventor: KECIK A Y; RUGE T; WIEDEMANN C; KECIK Y A; WIEDEMANN C P

Number of Countries: 092 Number of Patents: 008

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020002587	A1	20020103	US 2000652671	A	20000831	200220 B
WO 200207449	A2	20020124	WO 2001DE2574	A	20010710	200220
AU 200175662	A	20020130	AU 200175662	A	20010710	200236
EP 1302080	A2	20030416	EP 2001953144	A	20010710	200328
			WO 2001DE2574	A	20010710	
NO 200300257	A	20030317	WO 2001DE2574	A	20010710	200331
			NO 2003257	A	20030117	
KR 2003019582	A	20030306	KR 2003700668	A	20030116	200345
CN 1443422	A	20030917	CN 2001813014	A	20010710	200382
JP 2004504683	W	20040212	WO 2001DE2574	A	20010710	200413
			JP 2002513214	A	20010710	

Priority Applications (No Type Date): DE 10034697 A 20000717

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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US 20020002587	A1		11	G06F-015/16	
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WO 200207449	A2	G		H04N-013/00	
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Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

AU 200175662	A			H04N-013/00	Based on patent WO 200207449
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EP 1302080	A2	G		H04N-013/00	Based on patent WO 200207449
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR

NO 200300257	A			H04N-000/00	
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KR 2003019582	A			H04N-013/00	
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CN 1443422	A			H04N-013/00	
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JP 2004504683	W		50	G06T-017/40	Based on patent WO 200207449
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Abstract (Basic): US 20020002587 A1

NOVELTY - A change data describing a change in spatially variable area from starting to end state, is determined in projection computer (130). An initial current projection data for projection of that area is determined in a projection computer (131), based on the change data and **stored** initial projection data. A final current projection data is evaluated in projection computer (132) using change data and **stored** final projection data.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for current projection data determination arrangement.

USE - For determining current projection data for projection of spatially variable area in three-dimensional (3D) projection system such as **virtual reality (VR)** system, visual **simulation** system.

ADVANTAGE - The projection data for 3D projection is determined in a simple and cost effective manner.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of **virtual reality** system.

Projection computers (130-132)

pp; 11 DwgNo 1/5

Title Terms: CURRENT; PROJECT; DATA; DETERMINE; THREE; DIMENSION; PROJECT; SYSTEM; EVALUATE; CURRENT; PROJECT; DATA; BASED; DATA; DESCRIBE; CHANGE; SPACE; VARIABLE; AREA; STORAGE; PROJECT; DATA

Derwent Class: P81; T01

International Patent Class (Main): **G06F-015/16** ; G06T-017/40; H04N-000/00; H04N-013/00

International Patent Class (Additional): G02B-027/22; H04N-013/02

File Segment: EPI; EngPI

14/5/29 (Item 25 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014311843 ****Image available****

WPI Acc No: 2002-132545/200218

XRPX Acc No: N02-100002

Game system, which detects change amount and direction of tilt, movement or impact applied to housing of portable game apparatus has simulation program for simulating game space changes related to change direction applied to housing

Patent Assignee: NINTENDO CO LTD (NINT)

Inventor: MASUYAMA I; SUZUKI T; TAHARA A

Number of Countries: 003 Number of Patents: 007

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2355169	A	20010411	GB 200024306	A	20001004	200218 B
JP 2001170358	A	20010626	JP 2000174573	A	20000609	200218
US 6375572	B1	20020423	US 99168672	P	19991203	200232
			US 2000512322	A	20000224	
US 20020072418	A1	20020613	US 99168672	P	19991203	200243
			US 2000512322	A	20000224	
			US 200243164	A	20020114	
US 6641482	B2	20031104	US 99168672	P	19991203	200374
			US 2000512322	A	20000224	
			US 200243164	A	20020114	
US 20040029640	A1	20040212	US 2003638309	A	20030812	200412
GB 2355169	B	20040728	GB 200024306	A	20001004	200450

Priority Applications (No Type Date): JP 2000174573 A 20000609; JP 99282592 A 19991004

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
GB 2355169	A	128		G06F-019/00	
JP 2001170358	A	56		A63F-013/00	
US 6375572	B1			A63F-009/22	Provisional application US 99168672
US 20020072418	A1			A63F-013/00	Provisional application US 99168672
US 6641482	B2			A63F-009/22	Cont of application US 2000512322 Provisional application US 99168672 Cont of application US 2000512322 Cont of patent US 6375572
US 20040029640	A1			G06F-019/00	
GB 2355169	B			G06F-019/00	

Abstract (Basic): GB 2355169 A

NOVELTY - A program ROM **stores** game space data including image data to display a space for game play. A display control program causes the display device to display a game space based on the game space data. A **simulation** program **simulates** based on an output of the change-state detecting device such that a state of the game space is changed related to at least one of a change amount and a change direction applied to the housing.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for:

- (a) a game information storage medium
- (b) a game control method

USE - In a game system, which detects a change amount and direction of a tilt, movement or impact applied to a housing of a portable game apparatus or to a controller of a video game apparatus.

ADVANTAGE - Can realize the change of a game scene matched to an operation feeling through the match between player's operation and game-space change through the interaction with a number of portable game apparatuses to allow a number of players to cooperate or compete with for providing a variety of game-space change states, enhanced interest of game and **virtual reality** amusement.

DESCRIPTION OF DRAWING(S) - The drawing is an illustrative view showing a way to utilize a slide input.

pp; 128 DwgNo 13/68

Title Terms: GAME; SYSTEM; DETECT; CHANGE; AMOUNT; DIRECTION; TILT; MOVEMENT; IMPACT; APPLY; HOUSING; PORTABLE; GAME; APPARATUS; **SIMULATE** ; PROGRAM; **SIMULATE** ; GAME; SPACE; CHANGE; RELATED; CHANGE; DIRECTION; APPLY; HOUSING

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-009/22; A63F-013/00; **G06F-019/00**

International Patent Class (Additional): A63F-013/08; A63F-013/12;

G06F-003/033

File Segment: EPI; EngPI

14/5/30 (Item 26 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014203326 **Image available**

WPI Acc No: 2002-024023/200203

System and method for offering multi-strategy simulation game based on web

Patent Assignee: KIM Y H (KIMY-I)

Inventor: KIM Y H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001067829	A	20010713	KR 200117269	A	20010402	200203 B

Priority Applications (No Type Date): KR 200117269 A 20010402

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001067829	A	1	G06F-019/00	

Abstract (Basic): KR 2001067829 A

NOVELTY - The system and method for offering the multi-strategy **simulation** game based on the web is provided to arouse the interest of gamers by increasing the fight according to the communication activity, and to satisfy the game progressing desire of a client by making the virtual battle on real time.

DETAILED DESCRIPTION - An authentication server(23) receives the identifier information of the client and admits the user authentication. A mobile server(24) processes and **stores** the client information and the connection request of a web server, which are connected via the mobile terminal of the client mobile system(32). An item server(25) progresses the strategy **simulation** game, obtains the experience value of the client **avatar**, combines and sends the information of the purchase item, and selects and receives the item of the client. A DB server(26) reads and sends each DB(41-44) information via the computer terminal(31) or mobile system of the client, receives the command or execution information about the transferred data, and sorts and sends the command or execution information into each DB. The client system includes a web browser(31a), which is displayed via the terminal, the client identifier information(31a'), and an application program(31b) and a messenger program(31c), which are downloaded and installed automatically or selectively.

pp; 1 DwgNo 1/10

Title Terms: SYSTEM; METHOD; OFFER; MULTI; STRATEGY; **SIMULATE** ; GAME; BASED; WEB

Derwent Class: T01

International Patent Class (Main): **G06F-019/00**

File Segment: EPI

14/5/31 (Item 27 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014161338 **Image available**

WPI Acc No: 2001-645566/200174

Method for constructing auction system in three-dimension space of internet using avatar

Patent Assignee: CHO W J (CHOW-I)

Inventor: CHO W J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
KR 2001044406	A	20010605	KR 20018045	A	20010217	200174 B

Priority Applications (No Type Date): KR 20018045 A 20010217

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
KR 2001044406	A	1	G06F-019/00	

Abstract (Basic): KR 2001044406 A

NOVELTY - A method for constructing the **auction** system in the

three-dimension space of the internet using the **avatar** is provided to enable many **auction** entrants and an **auction** manager to perform the **auction** procedure in real time through the internet.

DETAILED DESCRIPTION - The **auction** system comprises a web server system, a DB server system, an **avatar** **auction** system, an **auction** manager(or an **auctioneer**) and many **auction** entrants(or bidders). A bidder chooses the appearance of the **avatar** in order to display him(her)self in the virtual space and participates in the **auction** with the **avatar** . The three-dimensional **avatar** expresses a special action for the specified situation of the **auction** procedure through an animation. Therefore, the real time interactive **auction** procedure can be implemented by the **simulation** in the three-dimensional virtual **auction** space through the internet.

pp; 1 DwgNo 1/10

Title Terms: METHOD; CONSTRUCTION; **AUCTION** ; SYSTEM; THREE; DIMENSION; SPACE

Derwent Class: T01

International Patent Class (Main): **G06F-019/00**

File Segment: EPI

14/5/32 (Item 28 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014141778 **Image available**

WPI Acc No: 2001-625989/200172

XRPX Acc No: N01-466656

On-line shopping simulation method in virtual reality system, involves displaying interactive three-dimensional view along with map showing layout of interior of store simultaneously

Patent Assignee: RICHFX LTD (RICH-N)

Inventor: BEN-KIKI T; KERRET T; MANN Y; MONSA A; VARDI J

Number of Countries: 096 Number of Patents: 004

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200169364	A2	20010920	WO 2001IL226	A	20010308	200172 B
AU 200139518	A	20010924	AU 200139518	A	20010308	200208
EP 1261906	A2	20021204	EP 2001914143	A	20010308	200280
			WO 2001IL226	A	20010308	
KR 2002084148	A	20021104	KR 2002711060	A	20020823	200320

Priority Applications (No Type Date): US 2000524453 A 20000310

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200169364 A2 E 59 G06F-003/00

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200139518 A G06F-003/00 Based on patent WO 200169364

EP 1261906 A2 E G06F-003/00 Based on patent WO 200169364

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR

KR 2002084148 A G06F-017/60

Abstract (Basic): WO 200169364 A2

NOVELTY - An interactive three-dimensional view is displayed on a

client display containing three-dimensional views of interior of a virtual **store** through which the user navigates. A map showing layout of the interior of the **store**, is displayed simultaneously.

USE - For on-line **shopping simulation in virtual reality** system.

ADVANTAGE - By provision of **virtual reality** system, users may interact with three-dimensional environments using natural user interface, Internet or other communication network. Allows user to control the direction of one's own movement, speed of movement, etc., and allows to carefully inspect a product before purchase.

DESCRIPTION OF DRAWING(S) - The figure shows the flowchart explaining the operation of the **virtual reality shopping** system.
pp; 59 DwgNo 1/15

Title Terms: LINE; **SHOPPING** ; **SIMULATE** ; METHOD; VIRTUAL; SYSTEM; DISPLAY ; INTERACT; THREE; DIMENSION; VIEW; MAP; LAYOUT; INTERIOR; STORAGE; SIMULTANEOUS
Derwent Class: T01; T05
International Patent Class (Main): **G06F-003/00** ; **G06F-017/60**
File Segment: EPI

14/5/33 (Item 29 from file: 350)

DIALOG(R)File 350:Derwent WPIX
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014141489 **Image available**
WPI Acc No: 2001-625700/200172
XRPX Acc No: N01-466406

Virtual reality test drive system for vehicle showroom , simulates operation of interactive vehicle based on downloading data or software from distant server, connected through Internet or intranet

Patent Assignee: PRIMA IND ESTAB (PRIM-N)
Inventor: LOW S
Number of Countries: 090 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200161672	A1	20010823	WO 2000EP1354	A	20000218	200172 B
AU 200034240	A	20010827	AU 200034240	A	20000218	200176
			WO 2000EP1354	A	20000218	

Priority Applications (No Type Date): WO 2000EP1354 A 20000218

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 200161672	A1	E	25	G09B-009/05	
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Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

AU 200034240	A			G09B-009/05	Based on patent WO 200161672
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Abstract (Basic): WO 200161672 A1

NOVELTY - An interactive vehicle (10) has a data glove (50) with pressure sensors and force feedback devices, in connection with a controller. The controller communicates with a distant server (5) through Internet/intranet and **simulates** operation of support actuator (29), steering (12), accelerator (13), brake (14), visual image display (40) and data glove in the vehicle based on the data or software downloaded from server.

USE - In vehicle **showrooms** to test the drive performance of vehicles such as car, truck, motor-bike, mini-van, sport-utility vehicle, etc., by the buyer, to decide the type of vehicle to buy.
 ADVANTAGE - Enables user to test drive different types of cars within a short period of time, simply by updating or supplementing the software from a server.

DESCRIPTION OF DRAWING(S) - The figure shows the schematic view of **virtual reality** system.

Distant server (5)
 Interactive vehicle (10)
 Steering (12)
 Accelerator (13)
 Brake (14)
 Distant server (15)
 Support actuator (29)
 Visual image display (40)
 Data glove (50)
 pp; 25 DwgNo 1/1

Title Terms: VIRTUAL; TEST; DRIVE; SYSTEM; VEHICLE; **SHOWROOM ; SIMULATE ;**
 OPERATE; INTERACT; VEHICLE; BASED; DATA; SOFTWARE; DISTANCE; SERVE;
 CONNECT; THROUGH

Derwent Class: P85; T01; X22

International Patent Class (Main): G09B-009/05

International Patent Class (Additional): **G06F-003/00**

File Segment: EPI; EngPI

14/5/34 (Item 30 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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013415054 **Image available**

WPI Acc No: 2000-586992/200055

XRPX Acc No: N00-434451

Utterance capture for voice recognition system, involves applying N-best algorithm to utterance based on predefined relationship existing between comparison results for utterance with respect to stored word

Patent Assignee: QUALCOMM INC (QUAL-N); BI N (BINN-I); CHANG C (CHAN-I)

Inventor: BI N; CHANG C; DEJACO A P; GARUDADRI H

Number of Countries: 091 Number of Patents: 008

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200046791	A1	20000810	WO 2000US2903	A	20000204	200055 B
AU 200035893	A	20000825	AU 200035893	A	20000204	200059
EP 1159735	A1	20011205	EP 2000914513	A	20000204	200203
			WO 2000US2903	A	20000204	
KR 2001093327	A	20011027	KR 2001709889	A	20010804	200223
US 20020055841	A1	20020509	US 99248513	A	19990208	200235
CN 1347547	A	20020501	CN 2000803588	A	20000204	200252
JP 2002536691	W	20021029	JP 2000597792	A	20000204	200274
			WO 2000US2903	A	20000204	
US 6574596	B2	20030603	US 99248513	A	19990208	200339

Priority Applications (No Type Date): US 99248513 A 19990208

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200046791 A1 E 21 G10L-015/10

Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN
 CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
 KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE
 SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
 IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW
 AU 200035893 A Based on patent WO 200046791
 EP 1159735 A1 E G10L-015/10 Based on patent WO 200046791
 Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
 LI LT LU LV MC MK NL PT RO SE SI
 KR 2001093327 A G10L-015/00
 US 20020055841 A1 G10L-017/00
 CN 1347547 A G10L-015/10
 JP 2002536691 W 22 G10L-015/28 Based on patent WO 200046791
 US 6574596 B2 G10L-015/04

Abstract (Basic): WO 200046791 A1

NOVELTY - Utterance is accepted if preset relation exists between comparison result for utterance with respect to **stored** word having preset character in a vocabulary of **VR** system, and difference between closest comparison results between utterance and **stored** word. N-best algorithm is applied to the utterance if another predefined relation exists between a comparison result and pair of comparison result difference.

DETAILED DESCRIPTION - The utterance is rejected if another predefined relationship exists between comparison results and difference of pair of comparison results. The comparison results have linear predictive coding coefficients or cepstral coefficients or bandpass filter outputs. Difference is calculated between a closest comparison result with a next closest comparison result. An INDEPENDENT CLAIM is also included for voice recognition system.

USE - Used in voice recognition systems to endow a machine with **simulated** intelligence to recognize user voice commands and to facilitate human interface with the machine.

ADVANTAGE - Results in voice recognition system with high recognition accuracy and an intelligent human machine interface to increase throughput.

DESCRIPTION OF DRAWING(S) - The figure shows graph of score versus change in score for a rejection scheme of a **VR** system, illustrating rejection, N-best and acceptance regions.

pp; 21 DwgNo 2/2

Title Terms: CAPTURE; VOICE; RECOGNISE; SYSTEM; APPLY; N; ALGORITHM; BASED; PREDEFINED; RELATED; EXIST; COMPARE; RESULT; RESPECT; STORAGE; WORD
 Derwent Class: P86; W04
 International Patent Class (Main): G10L-015/00; G10L-015/04; G10L-015/10; G10L-015/28; G10L-017/00
 International Patent Class (Additional): G06F-003/16 ; G10L-015/22
 File Segment: EPI; EngPI

14/5/35 (Item 31 from file: 350)

DIALOG(R)File 350:Derwent WPIX
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013220143 **Image available**
 WPI Acc No: 2000-392017/200034
 XRPX Acc No: N00-293913

CAD based automatic curve shape correction apparatus has shape compensation process unit which adjusts curves till end, based on stored compensation data when creating freedom curve and synthetic curve

Patent Assignee: PFU KK (USAE)
 Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
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JP 2000132581 A 20000512 JP 98303738 A 19981026 200034 B

Priority Applications (No Type Date): JP 98303738 A 19981026

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2000132581	A		12	G06F-017/50	

Abstract (Basic): JP 2000132581 A

NOVELTY - A memory (20) equipped with a temporary memory (25), stores compensation data temporarily when creating a freedom curve and synthetic curve which are controlled by spline (21). A CAD functional unit (10) has various CAD functions. When creating the freedom curve and synthetic curve, a shape compensation process unit (1) adjusts the curves till end, based on stored compensation data.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

(a) automatic curve shape correction control procedure;

(b) automatic curve shape correction program

USE - For correcting curve of cable mounted in portable electronic device using CAD system.

ADVANTAGE - Virtual reality simulation can be made possible, as the curve is adjusted till end, and gravity compensation process unit can adjust the movement of gravity or character of material in cable mounting design.

DESCRIPTION OF DRAWING(S) - The figure shows block diagram of automatic shape correction apparatus.

Shape compensation process unit (1)

CAD functional unit (10)

Memories (20,25)

Spline (21)

pp; 12 DwgNo 1/13

Title Terms: CAD; BASED; AUTOMATIC; CURVE; SHAPE; CORRECT; APPARATUS; SHAPE ; COMPENSATE; PROCESS; UNIT; ADJUST; CURVE; TILL; END; BASED; STORAGE; COMPENSATE; DATA; FREE; CURVE; SYNTHETIC; CURVE

Derwent Class: T01

International Patent Class (Main): G06F-017/50

International Patent Class (Additional): G06T-011/20

File Segment: EPI

14/5/36 (Item 32 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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013156775 **Image available**

WPI Acc No: 2000-328647/200028

Related WPI Acc No: 1999-286623

XRPX Acc No: N00-247422

Motion processing system has motion platform device connected to processor, which outputs control demand to motion platform

Patent Assignee: MOTEK MOTION TECHNOLOGY INC (MOTE-N); MOTEK BV (MOTE-N)

Inventor: EVEN-ZOHAR O

Number of Countries: 090 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200017767	A1	20000330	WO 99US21246	A	19990922	200028	B
AU 9962498	A	20000410	AU 9962498	A	19990922	200035	
EP 1131734	A1	20010912	EP 99949671	A	19990922	200155	
			WO 99US21246	A	19990922		
JP 2003524219	W	20030812	WO 99US21246	A	19990922	200355	
			JP 2000571357	A	19990922		

disorders are also treated by replicating the conditions and allowing the patient to adjust to the motion. Since the development project of the system called Computer Assisted Rehabilitation Environment (CAREN) is operated in real-time domain, development of **virtual reality** system in which balance behavior of humans are tested in a variety of reproducible conditions.

DESCRIPTION OF DRAWING(S) - The figure shows basic relationship between motion platform, motion capture systems, and computer.

Optical sensor (20)
Magnetic sensor (30)

pp; 47 DwgNo 1/9

Title Terms: MOTION; PROCESS; SYSTEM; MOTION; PLATFORM; DEVICE; CONNECT;
PROCESSOR; OUTPUT; CONTROL; DEMAND; MOTION; PLATFORM

Derwent Class: P36; P85; S02; S05; T01; W04; W06; W07

International Patent Class (Main): **G06F-015/00** ; G06T-017/40; G09G-005/00

International Patent Class (Additional): A63B-022/00; A63B-069/00;

G06F-003/14 ; G06K-009/62; G06T-015/70; G09B-005/08

File Segment: EPI; EngPI

14/5/37 (Item 33 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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012946521 **Image available**

WPI Acc No: 2000-118371/200011

XRPX Acc No: N00-089691

Method of teaching neuronal network for steering projectile to target

Patent Assignee: BODENSEEWERK GERAETETECH GMBH (PEKE)

Inventor: KROGMANN U

Number of Countries: 026 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 974806	A1	20000126	EP 99111951	A	19990623	200011 B
DE 1920832612	A1	20000127	DE 198032612	A	19980721	200012
US 6629085	B1	20030930	US 99353163	A	19990714	200367
EP 974806	B1	20040519	EP 99111951	A	19990623	200433
DE 5920909508	G	20040624	DE 99509508	A	19990623	200442
			EP 99111951	A	19990623	

Priority Applications (No Type Date): DE 198032612 A 19980721

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

EP 974806 A1 G 9 F41G-007/00

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT

LI LT LU LV MC MK NL PT RO SE SI

DE 1920832612 A1 F41G-007/22

US 6629085 B1 G06F-015/18

EP 974806 B1 G F41G-007/00

Designated States (Regional): DE FR GB IT SE

DE 5920909508 G F41G-007/00 Based on patent EP 974806

Abstract (Basic): EP 974806 A1

NOVELTY - The method involves depicting a **virtual reality** scenario of the projectile and the target. This scenario is transformed into slow motion. The flight of the projectile to the target is **simulated** in slow motion, where a human pilot steers the projectile to the target. The behavior of the pilot is **stored**, as is the resulting behavior of the projectile, for a number of **simulated** flights. The **stored** data is transformed back into real time. A steering unit

provided with the neuronal or fuzzy neural network is trained with the real time transformation of the pilot and projectile behavior.

USE - Especially for combat aircraft with neuronal networks.

ADVANTAGE - The steering of the projectile is considerably improved.

DESCRIPTION OF DRAWING(S) - The drawing shows a schematic view of the pilot in the network.

target (10A)

range finder (12A)

network (36)

pilot (42)

pp; 9 DwgNo 3/4

Title Terms: METHOD; TEACH; NEURON; NETWORK; STEER; PROJECTILE; TARGET

Derwent Class: Q79; T01; T06; W07

International Patent Class (Main): F41G-007/00; F41G-007/22; **G06F-015/18**

International Patent Class (Additional): G05B-013/02

File Segment: EPI; EngPI

14/5/38 (Item 34 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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012735294 **Image available**

WPI Acc No: 1999-541411/199946

XRAM Acc No: C99-158327

XRPX Acc No: N99-401271

Control of the drafting action on textile fiber slivers at a drawing unit

Patent Assignee: RIETER INGOLSTADT SPINNEREIMASCHINENBAU (RIET)

Inventor: PROMOLI J

Number of Countries: 003 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
DE 19807496	A1	19990826	DE 1007496	A	19980221	199946 B
US 6266573	B1	20010724	US 99257138	A	19990219	200146
IT 1308623	B	20020109	IT 99MI342	A	19990219	200239

Priority Applications (No Type Date): DE 1007496 A 19980221

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

DE 19807496 A1 8 D01H-005/42

US 6266573 B1 D01H-005/38

IT 1308623 B D02J-003/00

Abstract (Basic): DE 19807496 A1

NOVELTY - To control the drafting action at a drawing unit, for processing textile fiber materials, a memory (SP) is fed with measured values together and in parallel with a **simulator** (SE). The deviations from the nominal value (SW) are shown for the measured values (M1-Mn) in the intermediate **store**, and the drafting sequence is **simulated** with the delay times to show the control faults together with the correction values (KW).

DETAILED DESCRIPTION - The values in the memory (SP) are altered by the correction values (KW) so that the anticipated control faults (K30) from the drafting control are reduced to a minimum.

The correction value (KW) takes into account the dynamic characteristics of the control drive (RM), the value of the sliver thickness variation and the pitch angle of the thickness variation. A memory value to be corrected at the memory (SP) is formed either from a measured value and/or a delay time.

An INDEPENDENT CLAIM is included for an assembly where the fiber material (FM) is monitored by a sensor (MS) before entry into the

drawing unit (S), which is linked to a delay control (VR) in turn connected to the control drive (RM). The delay control (VR) has at least one memory (SP) and a control (ST). A **simulator** (SE) is associated with the delay control (VR), linked to the monitor (MS) and the memory (SP).

USE - The system is for the control of the drafting action on textile fiber sliver materials passing through a drawing unit.

ADVANTAGE - The operation virtually eliminates control faults in the operation of the sliver drawing action.

DESCRIPTION OF DRAWING(S) - The drawings show a block diagram of the control system and a diagram of the control fault reduction process.

Textile fiber material (FM)

Measured values (M1-Mn)

Control fault (K30)

Correction value (KW)

Monitor (MS)

Control drive (RM)

Simulator (SE)

Delay control unit (ST)

Memory (SP)

Delay control (VR)

pp; 8 DwgNo 3,4/4

Title Terms: CONTROL; DRAFT; ACTION; TEXTILE; SLIVER; DRAW; UNIT

Derwent Class: F01; T06; X25

International Patent Class (Main): D01H-005/38; D01H-005/42; D02J-003/00

International Patent Class (Additional): D01G-023/04; G05B-017/00;

G06F-019/00

File Segment: CPI; EPI

14/5/39 (Item 35 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010946438 **Image available**

WPI Acc No: 1996-443388/199644

Computer graphics circuit e.g. for virtual reality - simultaneously reads texture mapping pattern from storage, and rotates bump normal vector at polygonal surface

Patent Assignee: IKEDO T (IKED-I)

Inventor: IKEDO T

Number of Countries: 020 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 9629681	A1	19960926	WO 96JP726	A	19960321	199644 B
JP 8263691	A	19961011	JP 95102905	A	19950322	199651
JP 8263694	A	19961011	JP 95102904	A	19950322	199651
JP 8263695	A	19961011	JP 95102906	A	19950322	199651
EP 764921	A1	19970326	EP 96906900	A	19960321	199717
			WO 96JP726	A	19960321	
US 5900881	A	19990504	WO 96JP726	A	19960321	199925
			US 96754237	A	19961120	

Priority Applications (No Type Date): JP 95102906 A 19950322; JP 95102904 A 19950322; JP 95102905 A 19950322

Cited Patents: JP 3271877; JP 5298460

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 9629681	A1	J	24	G06T-015/50	

Designated States (National): CA US

Designated States (Regional): AT BE CH DE DK ES FI FR GB GR IE IT LU MC
NL PT SE

JP 8263691 A 4 G06T-015/00

JP 8263694 A 4 G06T-015/50

JP 8263695 A 3 G06T-015/50

EP 764921 A1 E 13 G06T-015/50 Based on patent WO 9629681

Designated States (Regional): DE FR GB IT

US 5900881 A G06F-015/00 CIP of application WO 96JP726

Abstract (Basic): WO 9629681 A

A memory device (RAM) (1) **stores** $\cos L_v[\cos(L_h - N_h) - 1]$, a memory device (ROM) (2) **stores** $\cos N_v$, a memory device (RAM) (3) **stores** $\cos(L_v - N_v)$ and a memory device (ROM) (4) **stores** $\cos N_h$. The variable of the trigonometric function of each memory device 1 to 4 is one of N_h and N_v .

Adders (6a and 6b) output $\cos \theta$ and $\cos \alpha$, respectively. A multiplier (5c) produces a diffusion component by multiplying a coefficient I_d by $\cos \theta$. A mirror surface component can be obtained after passing through a memory device (7) for generating $\cos \alpha$ using a mirror surface reflection factor n by the multiplication of a reflection coefficient I_r by a n multiplier (5d). Final brightness I_p is obtained by adding $I_d \cos \theta$ and $I_r \cos \alpha$ by an adder 6c.

USE/ADVANTAGE - Amusement or **simulation**. High resolution.
Individual memory devices require only limited capacity that suffices for range of input variables. Small scale, in accordance with ASIC

Dwg.1/5

Title Terms: COMPUTER; GRAPHIC; CIRCUIT; VIRTUAL; SIMULTANEOUS; READ; TEXTURE; MAP; PATTERN; STORAGE; ROTATING; BUMP; NORMAL; VECTOR; POLYGONAL; SURFACE

Derwent Class: T01

International Patent Class (Main): **G06F-015/00** ; G06T-015/00; G06T-015/50

File Segment: EPI

14/5/40 (Item 36 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010729889 **Image available**

WPI Acc No: 1996-226844/199623

XRPX Acc No: N96-190611

Simulation system - displays image of character input to other user terminals on display device of every user terminal

Patent Assignee: SONY CORP (SONY)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 8087605	A	19960402	JP 94224520	A	19940920	199623 B

Priority Applications (No Type Date): JP 94224520 A 19940920

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

JP 8087605 A 10 G06T-015/00

Abstract (Basic): JP 8087605 A

The **simulation** system comprises a **simulation** device to which many user terminals are connected. A memory unit **stores** the image data to form a three dimensional **virtual reality** space. Each user terminal is provided with an image of **VR** space and character

corresponding to this **VR** space. The position and the viewpoint of the character are input from the user terminal. The image data in proportion to the position and viewpoint of the character is read-out from the memory unit.

A supply unit supplies the position and the viewpoint of the character input from one user terminal, to other user terminals. Based on the read-out image data, the image of **VR** space is proportion to the position and the viewpoint of the character, is formed. Then the image of the character related to an other user terminal is displayed on display device for every user terminal.

USE/ADVANTAGE - For finding out problem in designing cities.
Enables to perform actual test on problem in **VR** space.

Dwg.2/10

Title Terms: **SIMULATE** ; SYSTEM; DISPLAY; IMAGE; CHARACTER; INPUT; USER; TERMINAL; DISPLAY; DEVICE; USER; TERMINAL

Derwent Class: P85; T01

International Patent Class (Main): G06T-015/00

International Patent Class (Additional): **G06F-017/50** ; G09B-009/00

File Segment: EPI; EngPI

14/5/41 (Item 37 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010363372 **Image available**

WPI Acc No: 1995-264685/199535

Related WPI Acc No: 1996-161411

XRPX Acc No: N95-203656

Simulator for virtual reality game or flight trainer - provides
aroma-gas to headset under computer module control along with computer
graphics

Patent Assignee: BOC GROUP PLC (BRTO)

Inventor: SHERVINGTON E A; BURNINGHAM R C

Number of Countries: 012 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 665039	A1	19950802	EP 95300270	A	19950117	199535 B
NZ 270364	A	19960326	NZ 270364	A	19950119	199618
US 5727186	A	19980310	US 95379131	A	19950127	199817
EP 665039	B1	19990901	EP 95300270	A	19950117	199940
DE 69511737	E	19991007	DE 611737	A	19950117	199947
			EP 95300270	A	19950117	

Priority Applications (No Type Date): GB 941899 A 19940201; GB 9418797 A 19940917

Cited Patents: Jnl.Ref; EP 258619; EP 508939; FR 2597190; US 4952024; WO 9209949

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 665039	A1	E	4	A63F-009/22	
				Designated States (Regional):	BE CH DE FR GB IE IT LI NL SE
US 5727186	A		8	G06F-009/455	
EP 665039	B1	E		A63F-009/22	
				Designated States (Regional):	BE CH DE FR GB IE IT LI NL SE
DE 69511737	E			A63F-009/22	Based on patent EP 665039
NZ 270364	A			B05B-007/24	

Abstract (Basic): EP 665039 A

The **simulator** includes a receiver, such as a headset, for three

dimensional computer graphics from a computer control module. A smell or fragrance is provided in the form of an aroma-gas at the receiver. The aroma-gas includes an ingredient for creating a smell dissolved in a solvent and **stored** under pressure in a gas cylinder.

An aroma-gas line provides fluid communication between the gas cylinder and the headset. A solenoid valve controls the release of the aroma-gas from the gas cylinder to the headset. The valve is operated at given intervals for given durations by a signal from the computer control module.

USE/ADVANTAGE - E.g. for race track game **simulator** . Increased realism due to providing smell. Safe due to limiting gas releases.

Dwg.1/1

Title Terms: **SIMULATE** ; VIRTUAL; GAME; FLIGHT; TRAINING; AROMA; GAS; HEADPHONE; COMPUTER; MODULE; CONTROL; COMPUTER; GRAPHIC
Derwent Class: D22; P34; P36; P42; P85; Q69; W04
International Patent Class (Main): A63F-009/22; B05B-007/24; **G06F-009/455**
International Patent Class (Additional): A63F-009/24; **G06F-017/00** ;
G09B-009/00
File Segment: CPI; EPI; EngPI

14/5/42 (Item 38 from file: 350)

DIALOG(R)File 350:Derwent WPIX
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009916018 **Image available**
WPI Acc No: 1994-183728/199422
XRPX Acc No: N94-145023

Image generation system for graphics applications e,g, flight and vehicle simulation , CAD, virtual reality - has processors and associated memories which operate in SIMD fashion on screen space primitive descriptions to compute and store pixel values for entire region

Patent Assignee: UNIV NORTH CAROLINA (UYNC-N)
Inventor: EYLES J G; MOLNAR S E; POULTON J W; POULTON J
Number of Countries: 021 Number of Patents: 010
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 9411807	A1	19940526	WO 93US10785	A	19931108	199422 B
AU 9455968	A	19940608	AU 9455968	A	19931108	199435
US 5388206	A	19950207	US 92975821	A	19921113	199512
EP 672275	A1	19950920	WO 93US10785	A	19931108	199542
			EP 94901339	A	19931108	
US 5481669	A	19960102	US 92975821	A	19921113	199607
			US 95383969	A	19950206	
JP 8503563	W	19960416	WO 93US10785	A	19931108	199645
			JP 94512280	A	19931108	
AU 677027	B	19970410	AU 9455968	A	19931108	199727
EP 672275	A4	19971112	EP 94901339	A	19931108	199840
JP 3009732	B2	20000214	WO 93US10785	A	19931108	200013
			JP 94512280	A	19931108	
CA 2146335	C	20000530	CA 2146335	A	19931108	200040
			WO 93US10785	A	19931108	

Priority Applications (No Type Date): US 92975821 A 19921113; US 95383969 A 19950206

Cited Patents: 3.Jnl.Ref; US 4648045; No-Citns.

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 9411807	A1	E	61	G06F-003/14	

Designated States (National): AU CA JP

Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE

AU 9455968	A		G06F-003/14	Based on patent WO 9411807
US 5388206	A	29	G06F-003/14	
EP 672275	A1 E	61	G06F-003/14	Based on patent WO 9411807

Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LI LU MC NL PT SE

US 5481669	A	27	G06F-012/00	Cont of application US 92975821 Cont of patent US 5388206
JP 8503563	W	72	G06T-011/00	Based on patent WO 9411807
AU 677027	B		G06F-015/72	Previous Publ. patent AU 9455968 Based on patent WO 9411807
EP 672275	A4		G06F-003/14	
JP 3009732	B2	28	G06T-011/00	Previous Publ. patent JP 8503563 Based on patent WO 9411807
CA 2146335	C E		G06T-015/00	Based on patent WO 9411807

Abstract (Basic): WO 9411807 A

The system has several renderers (10), each having a geometry processor (100) and a rasterizer (120) that operate in parallel to compute pixel values for a set of primitive objects that comprise an image to be rendered. The geometry processor transforms graphics primitive objects from their native object coordinates to screen coordinates. The rasterizer consists of an array of enhanced memory devices (150) having a processor (151) and memory (152) for each pixel in a region of a screen.

The processors (151) and their associated memories (152) operate in SIMD fashion on screen space primitive descriptions to compute and **store** values for an entire such region. The enhanced memory device further includes compositors (154) for combining their pixel values with those from a corresponding memory device of another rasterizer.

ADVANTAGE - Is suitable for variety of image generation functions including shading, texturising and image buffering.

Dwg.3/16

Title Terms: IMAGE; GENERATE; SYSTEM; GRAPHIC; APPLY; FLIGHT; VEHICLE; **SIMULATE** ; CAD; VIRTUAL; PROCESSOR; ASSOCIATE; MEMORY; OPERATE; SIMD; FASHION; SCREEN; SPACE; PRIMITIVE; DESCRIBE; COMPUTATION; STORAGE; PIXEL; VALUE; REGION

Derwent Class: P85; T01; W04; W06; X22

International Patent Class (Main): **G06F-003/14** ; **G06F-012/00** ;

G06F-015/72 ; G06T-011/00; G06T-015/00

International Patent Class (Additional): G06T-001/20; G09G-005/36

File Segment: EPI; EngPI

14/5/43 (Item 39 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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009855931 **Image available**

WPI Acc No: 1994-135787/199416

XRPX Acc No: N94-106629

Virtual reality **generator for financial information - has input module receiving financial information which outputs virtual reality world generated from information to display**

Patent Assignee: MARSHALL P S (MARS-I)

Inventor: MARSHALL P S

Number of Countries: 046 Number of Patents: 010

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 9408309	A1	19940414	WO 93US9375	A	19930929	199416 B

AU 9351694	A	19940426	AU 9351694	A	19930929	199432
EP 663089	A1	19950719	EP 93922816	A	19930929	199533
			WO 93US9375	A	19930929	
EP 663089	A4	19951227	EP 93922816	A		199627
US 5675746	A	19971007	US 92954775	A	19920930	199746
US 5774878	A	19980630	US 92954775	A	19920930	199833
			US 94267108	A	19940627	
US 6073115	A	20000606	US 92954775	A	19920930	200033
			US 94267108	A	19940627	
			US 97946315	A	19971007	
EP 663089	B1	20000830	EP 93922816	A	19930929	200042
			WO 93US9375	A	19930929	
DE 69329341	E	20001005	DE 629341	A	19930929	200057
			EP 93922816	A	19930929	
			WO 93US9375	A	19930929	
US 20020178096	A1	20021128	US 92954775	A	19920930	200281
			US 94267107	A	19940627	
			US 97946315	A	19971007	
			US 2000588127	A	20000602	
			US 200238757	A	20020102	

Priority Applications (No Type Date): US 92954775 A 19920930; US 94267108 A 19940627; US 97946315 A 19971007; US 94267107 A 19940627; US 2000588127 A 20000602; US 200238757 A 20020102

Cited Patents: US 5021976; US 5109475; US 5130794; 2.Jnl.Ref

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 9408309	A1	E	66	G06F-015/20	
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Designated States (National): AT AU BB BG BR BY CA CH CZ DE DK ES FI GB HU JP KP KR KZ LK LU LV MG MN MW NL NO NZ PL PT RO RU SD SE SK UA VN

Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LU MC NL OA PT SE

AU 9351694	A				Based on patent WO 9408309
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EP 663089	A1	E	1		Based on patent WO 9408309
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Designated States (Regional): AT BE CH DE DK ES FR GB IE IT LI LU MC NL SE

US 5675746	A		26	G06F-017/60	
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US 5774878	A			G06F-017/00	
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US 6073115	A			G06F-017/60	
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Cont of application US 92954775

Cont of application US 92954775

Cont of application US 94267108

Cont of patent US 5675746

Cont of patent US 5774878

EP 663089	B1	E		G06F-017/00	Based on patent WO 9408309
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Designated States (Regional): AT BE CH DE DK ES FR GB IE IT LI LU MC NL SE

DE 69329341	E			G06F-017/00	
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Based on patent EP 663089

Based on patent WO 9408309

US 20020178096	A1			G06F-017/60	
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Cont of application US 92954775

Cont of application US 94267107

Cont of application US 97946315

Cont of application US 2000588127

Cont of patent US 5675746

Cont of patent US 6073115

Abstract (Basic): WO 9408309 A

The **virtual reality** generator (4) has an input module (8) that receives financial information as input. The **virtual reality** generator outputs a **virtual reality** world generated from the financial information to a display device.

The financial information can be pre-processed by a financial analytic system prior to input to the **virtual reality** generator.

The financial information can be received from a data file. The **virtual reality** generator can dynamically display and continuously update the **virtual reality** world.

ADVANTAGE - Allows money managers and financial analysts to easily view otherwise unmanageable amounts of complex information.

Dwg.1/11

Title Terms: VIRTUAL; GENERATOR; FINANCIAL; INFORMATION; INPUT; MODULE; RECEIVE; FINANCIAL; INFORMATION; OUTPUT; VIRTUAL; WORLD; GENERATE; INFORMATION; DISPLAY

Derwent Class: T01; T04; W04

International Patent Class (Main): G06F-015/20 ; G06F-017/00 ; G06F-017/60

International Patent Class (Additional): G06F-017/50

File Segment: EPI

14/5/44 (Item 40 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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009434274 **Image available**

WPI Acc No: 1993-127788/199316

XRPX Acc No: N93-097519

Display system for presenting composite real and computer generated images - has computer providing switching signals according to stored data indicating which part of video image the generated image is to occupy

Patent Assignee: BRITISH AEROSPACE PLC (BRAX)

Inventor: KALAWSKY R S

Number of Countries: 004 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 537945	A1	19930421	EP 92309158	A	19921008	199316 B
US 5394517	A	19950228	US 92959919	A	19921014	199514

Priority Applications (No Type Date): GB 9121707 A 19911012

Cited Patents: DE 3938515; GB 2201069; US 4205224; US 4952024; US 4954970; US 5012342; US 5113177

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 537945	A1	E	8	H04N-013/04	
Designated States (Regional): DE FR GB					
US 5394517	A		7	G06F-015/20	

Abstract (Basic): EP 537945 A

The display system includes a VDU presenting composite real and computer generated images to a user's eyes. Video cameras are mounted to have a field of view coincident with that of the user. A sensor produces a signal indicating the direction of the user's field of view.

A computer generates an image accordance with the direction signal. It compares the video signals with **stored**, pref. colour related, data to determine which part of the image the computer generated image is to occupy and produces corresp. switching signals to produce the composite image.

USE/ADVANTAGE - Esp. in flight **simulators**. Allows composite display of real cockpit interior and computer generated exterior.

Dwg.2/3

Title Terms: DISPLAY; SYSTEM; PRESENT; COMPOSITE; REAL; COMPUTER; GENERATE; IMAGE; COMPUTER; SWITCH; SIGNAL; ACCORD; STORAGE; DATA; INDICATE; PART;

VIDEO; IMAGE; GENERATE; IMAGE; OCCUPY
Derwent Class: P85; T01; W04; W06
International Patent Class (Main): G06F-015/20 ; H04N-013/04
International Patent Class (Additional): G09B-009/08; H04N-005/272
File Segment: EPI; EngPI

14/5/45 (Item 41 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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007499401 **Image available**
WPI Acc No: 1988-133334/198819
XRPX Acc No: N88-101340

Multi-window image display control method - having renewal of image position occurring when CRT beam is flying back vertically

Patent Assignee: FANUC LTD (FUFA); TANAKA K (TANA-I)

Inventor: ONISHI Y; SATO S

Number of Countries: 011 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 8803288	A	19880505	WO 87JP777	A	19871015	198819 B
EP 289613	A	19881109	EP 87906768	A	19871015	198845
EP 289613	A4	19900704	EP 87906768	A	19870000	199512

Priority Applications (No Type Date): JP 86251408 A 19861022; JP 86251407 A 19861022

Cited Patents: 1.Jnl.Ref; JP 61132988; FR 2517448; GB 2147772; WO 8502049; WO 8700321

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 8803288	A	J	21		
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Designated States (National): US

Designated States (Regional): AT BE CH DE FR GB IT LU NL SE

EP 289613	A	E			
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Designated States (Regional): DE FR GB

Abstract (Basic): WO 8803288 A

The display control method involves using two window images (W1,W2) **stored** in a V-RAM (15) is displayed on a CRT screen (16), based on the display position and priority data **stored** in a window control block (12). For example, a small window image (W2) is displayed on a large background image (W1) at a specified position. When one window image (W2) is requested to move relative to another window image (W1), the position on the display screen (16) is only renewed when the CRT beam is flying back vertically and giving a vertical synchronous signal (VR).

In order to ensure a smooth movement, the time interval of position commands is selected to be an integral fraction of the vertical synchronous signal interval.

USE/ADVANTAGE - Moving image B displayed without a blur or unevenness. Useful in **simulation** system for NC programming.

Title Terms: MULTI; WINDOW; IMAGE; DISPLAY; CONTROL; METHOD; RENEW; IMAGE; POSITION; OCCUR; CRT; BEAM; FLYING; BACK; VERTICAL

Derwent Class: P85; T01; T04

International Patent Class (Additional): G06F-003/14 ; G06F-015/60 ; G09G-001/00

File Segment: EPI; EngPI